

Muzahir Abbas

Generative AI Creative Technologist

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Creative Technologist with deep expertise in Unreal Engine and a passion for building AI-driven creative pipelines. Proven ability to develop custom generative AI workflows, autonomous agents, and full-stack applications that accelerate content creation and enhance interactive experiences. Adept at bridging complex technical challenges with artistic vision to deliver high-fidelity, real-time results.

Education

National University of Sciences and Technology (NUST)

2015 - 2020

Bachelor of Science, Computer Science

Work Experience

Creative Technology Lead & Technical Artist

01/2021 - Present

Sparke Production — Islamabad, Pakistan

- Engineered an AI-first production model, reducing 2D/3D asset creation time by over 40% through custom generative workflows and pipeline automation.
- Developed custom procedural systems and performance-optimized shaders in Unreal Engine, boosting rendering efficiency by 25% across a portfolio of 10+ major projects.

AI & Automation Developer (Freelance)

04/2024 - Present

Self-Employed — Remote

- Delivered end-to-end AI SaaS applications and autonomous agents for international clients, automating core business processes in marketing, sales, and operations.
- Designed and deployed generative AI solutions for creative industries, including tools for automated animation, marketing content generation, and brand asset creation.

Unreal 3D Tech Artist

10/2022 - 01/2023

MovingStone Digital — Islamabad, Pakistan

- Executed key technical art tasks for 3 metaverse projects (Youtopia, AthenX, Kaaba3D), focusing on shader development, character rigging, and performance optimization in Unreal Engine.
- Contributed to level design and asset integration, ensuring seamless performance and visual fidelity for large-scale, real-time interactive environments.

Certifications

AI Agent Developer — Vanderbilt University

Generative AI Automation Specialization — Vanderbilt University

Essential Skills in Generative AI for Creatives — Adobe

Epic Games Game Design Professional Certificate — Epic Games

Google IT Automation with Python — Google

Projects

AI-Powered Cinematographic Shot Generator

Developed a full-stack generative AI tool (Gemini/GPT, React, Docker) that translates narrative text into pre-production shot lists to accelerate creative planning.

TwoFold - AI Relationship Growth Platform

Built a privacy-first, dual-agent AI coaching platform using React and Flask, demonstrating complex AI orchestration and UX for personal growth applications.

Veritas Lens - AI Fact-Checking Browser Extension

Created an AI co-pilot (React, Flask, Gemini) to critically evaluate online content by providing on-demand source analysis and counterarguments directly in the browser.

AI Career Copilot Web App

Engineered an AI tool that analyzes resumes against job descriptions to provide ATS match scores and actionable feedback, utilizing Python (Flask) and spaCy.

"Fall of Lucifer" - 3D Cinematic Trailer

Produced a complete cinematic trailer in Unreal Engine, demonstrating an end-to-end pipeline for character animation, volumetric effects, and high-fidelity rendering.

"Fashion AR" - Real-time Demo

Designed an AR proof-of-concept in Unreal Engine for virtual garment try-on, featuring advanced cloth simulation and shaders optimized for mobile performance.

Skills

AI & Automation

Generative AI • AI Agents • LLM Integration (GPT, Gemini) • Python • LangChain • Docker • Google Cloud

Creative & 3D Tools

Unreal Engine • Blender • Substance Painter • Shader Development • Procedural Generation • VFX Pipelines

Web & Development

React • Node.js • Flask • JavaScript • Full-Stack Development • Firebase

Languages

English (Fluent) • German (Beginner)